Lab 6

1. (30pts) Extend your hieroglyphic chooser from Lab 5 by adding a “Reload” button. When the user clicks this button, your program should choose a new set of hieroglyphics to display at random. Since this is random, some of the displayed tiles might sometimes be the same (this is ok).
2. (70pts) Create a basic calculator. It should have the following components (use a layout of your choice, but try to make it look nice and user-friendly):

* Three text fields. Two input fields, one output field.
* Four buttons: Add, Subtract, Multiply, Divide

The functionality should be that of a standard calculator – appropriate arithmetic calculations should be performed upon button clicks.

The following input error checking should be performed prior to attempting to execute an arithmetic operation:

* Check that neither input is blank. If it is, your program should do nothing. Do not attempt to perform the operation, but do not display any kind of a message to the user either.
* Check that both inputs contain numbers. If non-numeric input is given, your program should display an error message to the user, stating that numeric input is expected.